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NES-4Y-USA-1

CYBERBALL®

INSTRUCTION MANUAL

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TABLE OF CONTENTS

WELCOME TO *CYBERBALL®* — FOOTBALL IN THE 21ST CENTURY! 5
OBJECT OF THE GAME 6
General Flow of the Game 7
Defusing the Ball 8
Conversions 9
Money 9
GETTING STARTED 10
THE OPTIONS SCREEN 11
ROOKIE GAMES VS. ADVANCED GAMES 12
CHOOSING THE OPPOSING COACH (ADVANCED GAME ONLY) 12
CHOOSING A TEAM (ADVANCED GAME ONLY) 13
CONTROLLER FUNCTIONS 14
SELECTING PLAYS 16
Offensive Plays 16
Defensive Plays 17
OFFENSE 18
Passing & Receiving 19
Running (Via Handoff or Lateral) 20
Changing Controlled Offensive Player 20
DEFENSE 20
Changing Controlled Defensive Player 21
BUYING REPLACEMENT PLAYERS 21
GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE* 22
TAKING CARE OF YOUR JALECO GAME 23

WHY SHOULD YOU JOIN THE JALECO *MAJOR PLAYER'S CLUB?*

Here's what you get if you join:

- **WIN FREE GAMES**
  You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! *And more!*
- **TEST GAMES BEFORE THEY'RE RELEASED**
  Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released!* You could be selected as a *Jaleco Major Player!*

Here's what you get if you don't join:

- **YOU GET NUTTIN' IF YOU DON'T JOIN!**
  And there's only one way you can get in on all this good stuff and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- **Find the Jaleco *Major Player's Membership Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!

WELCOME TO *CYBERBALL®*— FOOTBALL IN THE 21ST CENTURY!

In the early years of the 21st century, the Football League experiences problems with human players who enhance their skills with bionic parts, a practice strictly forbidden by league bylaws. A growing number of players are caught with bionic enhancements and banned from the field, which eventually leads to a player strike. The players demand that bionics be legalized, and the league soon bows to the pressure. Bionic surgery becomes permissible on a case by case basis.

Over the next few years, league officials struggle to keep the widespread use of bionics under control. However, hundreds of cases of bionic surgery prove too much for the league to supervise. It becomes commonplace for players to have over 50% of their bodies bionically enhanced.

In the year 2015, the league officially disbands, although the individual team owners continue to maintain a team and play a schedule without any official league supervision. In preparation for the playoffs that year, Pittsburgh introduces the first completely cybernetic player at the fullback position. With the "robot barrier" broken, soon all teams not only use robots, but eventually

replace all human players with their robotic counterparts.

In May, 2022, the International Cyberball League is formed, introducing several new elements to the game, including the use of explosives. The traditional pigskin transforms into an explosive-filled sphere of destruction. With each down, the explosives within the deadly football heat up. Unless the offensive team moves the ball across the "detusion" line at midfield or scores a touchdown within an allotted number of downs, the ball finally heats to critical mass and explodes, completely destroying the offensive player nearest the ball.

The biggest explosion, however, is the explosion in popularity of this violent, destructive sport. Fans flock to Cyberball games in record numbers. Soon, the sport is far more popular than it ever was when human players took the field. *Cyberball* is here to stay!

OBJECT OF THE GAME

It's metal on metal — your robots against the other guy's robots in this 21st Century version of American football. Think of your players as missiles trying to turn the other team into scrap iron and you'll get the general idea. Of course, you'll also have to outscore the other team amidst all the destruction. Many of the rules of American football apply — with a few twists.

General Flow of the Game

You'll start the game by either kicking off or receiving. (In a one-player game, you'll always start the game by receiving the kickoff.) You control one of the players on your team, while the computer controls your other players. The player you control appears in a different color than your teammates (unless you have turned the "HUMAN PLAYER HIGHLIGHT" off from the OPTIONS screen). The receiving team can either run the ball out of the end zone or wait in the end zone to be tackled for a touchback, which gives the receiving team possession of the ball at the 20 yard line. Whatever you do, don't move out of the end zone and then go back into the end zone and get tackled there. This counts as a safety, which gives the other team two points and possession of the ball on their own 20 yard line.

After the kickoff, the team on offense chooses a run, a pass, or an option play, and, in an advanced game, then chooses one of the four specific running, passing, or option plays presented. Then the defense selects one of the four specific plays presented. (In an advanced game, the team on defense first chooses to play short, medium, or long.) There are over 100 offensive plays and 12 defensive formations. However, the computer picks out four of the available plays for each down, and you pick one of the four plays offered.

After picking plays, an overhead view of the field appears. On defense, choose the player you wish to control (among the linebackers and defensive backs) before the play starts. On offense, you control the quarterback from the snap. Once the quarterback passes or hands off, you control the receiver or running back. As in American football, there are incomplete passes, interceptions, and touchbacks. There also are safeties, although you can avoid a safety by running out of bounds in your end zone, unlike regulation football. If you do this, you'll get the ball on your own 1-yard line, with no safety assessed.

Defusing the Ball

In *Cyberball*, getting a first down is called "defusing the ball." One of the more unique elements of *Cyberball* is the fact that the football explodes, and frequently destroys one of your players, if you don't get either a first down or a touchdown within a certain number of plays. The yellow line across mid-field is the defusion line. The yellow and black line across the field indicates your current field position.

The defusion line differs from the conventional first down marker in American football in that the defusion line never moves. It's always the 50 yard line, no matter what your field position is when you start a series of offensive plays. You must reach or pass the defusion line in order to defuse the ball. Obviously, you

can't get more than one first down in any offensive series.

Usually, you'll have five downs to either defuse the ball or score a touchdown. On your first play of a series, the ball is "COOL." On the second and third plays of a series, the ball heats up to "WARM." On the fourth play, the ball becomes "HOT." And on the fifth play of a series, the ball turns "CRITICAL," which means that if you don't reach the defusion line or score a touchdown on the next play, the ball will explode and probably will blow up one of your players (they are replaced automatically by a new robot). And, of course, possession of the ball goes to the other team.

Conversions

After a touchdown, a conversion attempt follows. You've got one play to reach the end zone either by passing, which earns one point if successful, or by running, which earns two points if successful. A failed conversion attempt brings on a laser-firing craft to eradicate the offensive player nearest the ball.

Money

Each time you defuse the ball or score points, you'll receive cash. When one of your players becomes severely damaged, you'll be given the opportunity to purchase a new player. The cost will be deducted from your earnings.

GETTING STARTED

1. Place the *Cyberball* cartridge (label side up) into your NES and turn on the unit.

2. The licensing screen appears, followed by two title screens. To bypass the first title screen, press the **A** button. From the second title screen, select the type of game you'd like to play.

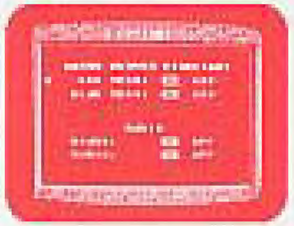
   Your choices include a one-player game against the computer (1), a two-player game against another person (2-DUEL), and a two-player game in which two players work together on the same team (2-TEAM). In addition, select either a "ROOKIE" game or an "ADVANCED" game. You also can choose "OPTIONS," which leads to a screen that allows you to turn the sound and music on or off and to turn the highlight of the human player on or off in a two-player DUEL game. (See the section entitled *The Options Screen* for more details.)

   To make selections on the title screen, press up or down on the Control Pad to align the green selection arrow with the item ("PLAYERS" or "LEVEL") you wish to change. Then press left or right on the Control Pad to move the

green selection box to the choice you wish to make. For example, to choose a two-player DUEL game, align the green selection arrow with "PLAYERS," then press left or right to move the box to "2-DUEL." To reach the OPTIONS screen, align the green selection arrow with "OPTIONS" and press the **A** button.

3. When you've made your selections from the title screen and are ready to begin playing, make sure that the green selection arrow is aligned with either "PLAYERS" or "LEVEL" and press the **A** button.

THE OPTIONS SCREEN



The OPTIONS screen enables you to turn the human-player highlight on or off in a two-player DUEL game (head-to-head) and to turn the sound effects and/or music on or off.

In two-player games, you control one player at a time while the rest of your team is controlled by the computer. With the highlight on, the human-controlled player on a team appears in a different color than the computer-controlled players on that team. With the highlight off, the human-controlled player

is the same color as the other members of the team. You can turn the highlight on or off for each team.

To make selections from the OPTIONS screen, press up or down on the Control Pad to align the green selection arrow with the item you wish to change. Then press left or right on the Control Pad to change that item to "ON" or "OFF" according to your preference. Repeat the process for each item you wish to change. When you've set things up the way you want them to be, press the A button.

ROOKIE GAMES VS. ADVANCED GAMES

The major differences between ROOKIE and ADVANCED games are the level of difficulty and the number of plays available. Things are kept relatively easy and simple in ROOKIE play. You're limited to four plays on both offense and defense, and the computer opponent will soon be no match for you. ADVANCED play offers you four different levels of difficulty in a one-player game, as well as a multitude of plays to choose from in both one- and two-player games.

CHOOSING THE OPPOSING COACH (ADVANCED GAME ONLY)

In an advanced one-player game or an advanced two-player "TEAM"

game, the SELECT YOUR OPPOSING COACH screen appears after you select from the title screen. Press the appropriate diagonal direction on the Control Pad to make the red arrow point to the coach you wish to play against. Then press the A button. Press up and left to choose Coach Doc Davis for an "easy" game. Press up and right to select Coach I.M. Payne for a game of "medium" difficulty. Press down and left to pick Coach Grace Savage for a "hard" game. And for the greatest challenge of all, the "pro" game, press down and right to select Coach Sky Rogers. If you don't choose within a few seconds, the computer automatically selects whatever coach the red arrow happens to point toward.

CHOOSING A TEAM (ADVANCED GAME ONLY)

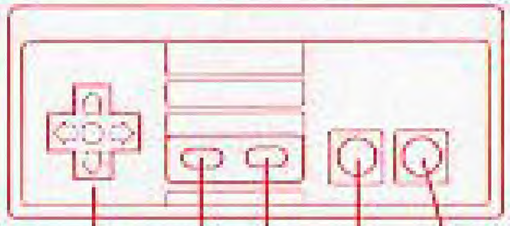
The SELECT YOUR TEAM screen appears before all advanced games. Pick one of the four teams available to you by pressing the appropriate diagonal on the Control Pad to make the red arrow point to the team you want.

Then press the **A** button. If you don't choose within a few seconds, the computer automatically selects whatever team the red arrow happens to point toward. Here's a brief rundown of the teams available.

CALIFORNIA CRUSH (balanced attack)	**BERLIN INVASION** (strong running game)
NEW YORK THUNDER (strong passing game)	**MOSCOW MACHINE** (strong passing game)

CONTROLLER FUNCTIONS

THE CONTROLLER



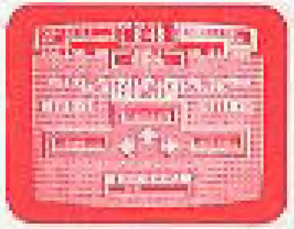
SELECT GENERAL TYPE OF PLAY (e.g. PASS, RUN, OPTION, etc.):	CONTROL PAD (LEFT, UP, or RIGHT), then A BUTTON
SELECT SPECIFIC PLAY:	CONTROL PAD (DIAGONALS), then A BUTTON
RUN:	CONTROL PAD (direction you wish player with ball to run)
PASS:	CONTROL PAD (direction you wish to throw ball) and A BUTTON
HANDOFF/LATERAL:	CONTROL PAD (direction of player you wish to hand off or lateral to) and B BUTTON
CATCH BALL:	CONTROL PAD (run receiver to marked spot)
CHANGE CONTROLLED PLAYER:	A BUTTON (1-player & 2-player TEAM); CONTROL PAD (2-player DUEL)
BYPASS MESSAGE SCREENS:	A BUTTON

SELECTING PLAYS

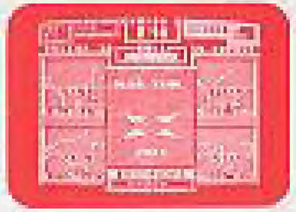
Before each down, both the offensive team and the defensive team are presented with four plays from which to choose. In advanced play, there are over 100 offensive plays and 12 defensive plays available. You only have a few seconds to choose plays before the computer makes the choice for you. Note that in a two-player DUEL game, there is no red arrow to indicate your choice so that your opponent can't see what play you chose.

Offensive Plays

In advanced games, first you must choose whether you want a running play, an option play, or a pass play. Press the appropriate direction on the Control Pad so that the red arrow points to your choice. Then press the **A** button. Keep in mind that you only have a few seconds to choose before the computer makes the choice for you. Also remember that you won't see the red arrow in a two-player DUEL game. Note: In rookie games, this screen does not appear.



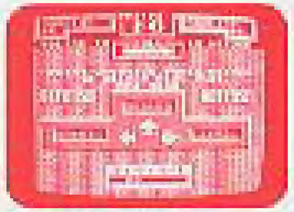
Diagrams for four plays appear on the screen. Press the appropriate diagonal on the Control Pad to point toward the play you want, then press the **A** button. In a one-player game, after you select the play, you'll see only the diagram of the play you've chosen. Study it so you know where the players are supposed to go. Or, you can press the **A** button again to move on to the next screen more quickly.



In rookie games, things are more simple. You're given a choice of four plays (one run, one option, and two pass). Press the appropriate diagonal on the Control Pad to point toward the play you want, then press the **A** button.

Defensive Plays

In advanced games, first you must choose whether you want your defense in short yardage coverage, medium yardage coverage, or long yardage coverage. Press the appropriate direction on the Control Pad to point toward your choice. Then press the **A** button. Note: In rookie games, this screen does not appear.



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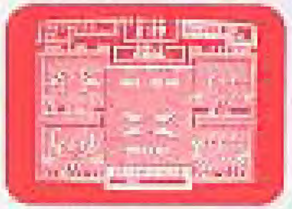
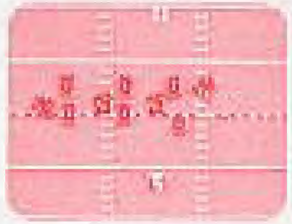


In rookie games, things are more simple. You're given a choice of four plays. Press the appropriate diagonal on the Control Pad to point toward the play you want, then press the **A** button.

OFFENSE

Passing requires timing, because the quarterback needs to throw the ball to a spot on the field just before the receiver reaches that spot. Running is less demanding, but generally picks up fewer yards. Experiment with different plays and see what works best for you!

Passing & Receiving



Just before each play, you'll see several small, four-cornered white areas on the field. These indicate the spot where the receivers should go to run their pass routes correctly and to be in a position to catch the ball. As the quarterback drops back to pass, the receivers automatically head for these spots. However, once the quarterback releases the ball, you'll immediately have control of the intended receiver. If the receiver hasn't finished his pass route or has been bumped off course, you'll have to use the Control Pad to maneuver him toward the ball.

It's easier to complete a pass to a receiver who is waiting at the correct spot (so that you don't have to move him to catch the ball). However, watch out for interceptions under these circumstances!

To pass, just press the Control Pad in the direction that you wish to throw and press the **A** button. As soon as you do, you'll have control of the intended receiver. Use the Control Pad to maneuver the receiver to the ball if necessary, and to run upfield after the catch is made.

Running (Via Handoff or Lateral)

After the snap, press the direction on the Control Pad that corresponds to the direction you wish to lateral, then press the **B** button. The running back will catch the ball automatically as long as the ball is lateraled in the correct direction. After catching the ball, use the Control Pad to maneuver the runner upfield. Note: There are no fumbles in *Cyberball*. Laterals that miss their mark are considered incomplete passes.

Changing Controlled Offensive Player

In a two-player TEAM game, player 2 can pick which receiver or running back he wishes to control. Player 2 controls the yellow-colored player. Just press the **A** button before the play starts until the player you want to control changes to yellow.

DEFENSE

You'll control one of the players on the field while the computer controls the rest of your team (see next section). In general, you can either play the ball (go after the player with the ball) or play a receiver (keep the receiver covered so he can't catch a pass). You can blitz and stunt all you want. You can free lance or stick to the defensive formation you called. It's up to you!

Changing Controlled Defensive Player

You can select the player you control just before the play begins. In one-player and two-player TEAM games, press the **A** button to cycle through the available players until the player you wish to control appears in a different color than the rest of your team.

In two-player DUEL games, an arrow appears above several of your defenders for a few seconds before each play. Press the direction on the Control Pad that corresponds to the direction that appears over the player you want to control.

BUYING REPLACEMENT PLAYERS

You earn money each time you defuse the ball or score points. When your quarterback begins to smoke after being hit too many times, you'll be given the option to replace him with a new player if you have enough money. When this option appears, press left or right on the Control Pad to highlight either "YES" or "NO" on the screen and press the **A** button to complete your choice.

GAME TIPS — THE JALECO

MAJOR PLAYER'S HOTLINE

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

TAKING CARE OF YOUR

JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco U.S.A. Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

ADVISORY READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

CUT HERE TO DETATCH

OFFICIAL SWEEPSTAKES ENTRY
CYBERBALL® ROCK 'EM SOCK 'EM SWEEPSTAKES

Here's how to enter:

Fill in the Official Entry Form, cut it out, and mail it before February 28, 1993. No purchase necessary. For alternate entry, see the Official Sweepstakes Rules.

Mail to: Rock 'Em Sock 'Em Sweepstakes
P.O. Box 8527
Prospect Hts., IL 60070

Name _____
(please hand print)

Address _____

City _____ State _____ Zip Code _____

Telephone (_____)_____ Age _____

Not sponsored by Nintendo of America Inc.

CYBERBALL® "ROCK 'EM SOCK 'EM SWEEPSTAKES"

Official Sweepstakes Rules

1. No purchase necessary.
2. To enter: Complete the Official Entry Form found in the Cyberball Instruction Manual and mail to:

   "Rock 'Em Sock 'Em Sweepstakes"
   P.O. Box 8527
   Prospect Hts., IL 60070

   One entry per envelope. Entries must be postmarked by February 28, 1993, and received by March 15, 1993.
3. To request an Official Entry Form, send your name, address, and phone number to:

   "Rock 'Em Sock 'Em Sweepstakes"
   P.O. Box 8410
   Dept. RS
   Prospect Hts., IL 60070

   Include a self-addressed, stamped envelope. One entry per request. Requests must be postmarked by February 1, 1993, and received by March 15, 1993.
4. No facsimiles or mechanically produced entries accepted. Entries become the property of the sponsor and none will be returned. Not responsible for lost, late, misdirected, incomplete, or illegible entries. Sweepstakes open only to residents of the United States, except employees and their families of Jaleco USA Inc., Nintendo of America Inc., their affiliates, subsidiaries, and their advertising, promotion and judging agencies.
5. Winners will be drawn in a random drawing conducted on or about April 1, 1993, by Promotion Activators, Inc., an independent judging organization whose decisions shall be final. Winners will be notified by mail. Odds of winning depend on the number of valid entries received.
6. In the "Rock 'Em Sock 'Em Sweepstakes," five (5) Grand Prize winners will each receive a Cyberball 2072 Video Arcade Game. Retail value: $4,000. Fifty (50) First Prize winners will each receive a Cyberball Jacket. Retail value: $50. One hundred (100) Second Prize winners will each receive a Cyberball Jersey. Retail value: $10. Total retail prize value: $[illegible]
7. All prizes will be awarded. Limit: One prize per name and address. Prizes are nontransferable. No substitutions or cash equivalents. Sponsor reserves the right to award alternate prizes of equal or greater value. Void where prohibited, taxed, or restricted. Entry constitutes permission to use a winner's name and likeness without additional compensation. All taxes are the responsibility of the winners.
8. To obtain an official winners list, send a self-addressed, stamped envelope before April 1, 1993, to:

   Rock 'Em Sock 'Em Winners List
   P.O. Box 8410
   Dept. RS
   Prospect Hts., IL 60070

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